GAME BOY ADVANCE

AGB-BC4E-USA

CANDY LAND®

Chutes and Ladders®

3 GAME PACK!

ORIGINAL

MEMORY™ GAME

INSTRUCTION BOOKLET

DSI GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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INTRODUCTION

Welcome to the world of Hasbro™! These three classic games - CANDY LAND®, CHUTES & LADDERS®, and MEMORY™ - are for the young at heart and can be played by children of all ages. Enjoy these three titles that have been faithfully recreated on the Game Boy® Advance!

GETTING STARTED

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. After the licensing information and company logos, press START to choose the game you want to play.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

TITLE SCREEN

Press START from the Title Screen to begin the game

GAME SELECT

Select from one of two options: Select Game and Credits. Press the Control Pad Up and Down to move the cursor between the two choices and the A Button to select one. The Credits leads to a list of the people who worked on this title and will return back to this Game Select screen.

Select Game leads the player to three options: CANDY LAND®, CHUTES & LADDERS®, and MEMORY™.

Players press the Control Pad Up and Down to move the cursor and the A Button to select a game. Upon selecting a game, the player will be taken to that game's Title Screen.

GAME TITLE SCREEN

The Game Title Screen shows the game that has been selected to play. Players can continue on to the Game Setup screens by hitting START or the A Button.

NUMBER OF PLAYERS SCREEN

Here plays can press the Control Pad Left and Right to move the cursor and the A Button to select the number of players (including computer-controlled players) they want in the game. Note: MEMORY™ has a one-player mode, but CANDY LAND® and CHUTES & LADDERS® must have at least two players.

PLAYER OPTIONS

Player Options is where each player can be set to Human or Computer. When it is a player's turn, the person who just went will hand the Game Boy Advance® system over. Each player can also be set to Computer. If all players are set to Computer, the game will play itself without any buttons needing to be pressed.

Players can also choose which of the pictures they want to show up when it is their turn. In MEMORY™ and CHUTES & LADDERS®, players can choose from one of four different kids. In CANDY LAND®, players choose from one of four different colored Gingerbread Men.

After each player has been set to Human or Computer and each one has had a picture selected, the game will begin.

CANDY LAND®

Join us in CANDY LAND® for a sweet adventure as we cross the sugary world on the way to King Kandy at his Candy Castle. Players of all ages can enjoy this classic board game from Hasbro™.

CONTROLS

RULES

The rules of CANDY LAND® are simple. Each player starts their turn by drawing a card. There are three types of cards players can draw: single, double, and character cards. Players who draw a single card move forward to the next space of that color, while players who draw double cards move to the next space of that color and then will move again to the next space with that same color.

The final card players can draw is the Character card. There are six characters and each of them has a spot on the board. When a player draws a Character's card, they instantly go straight to that Character's spot on the board. It does not matter if the player has already passed that spot.

SHORTCUTS

There are two shortcuts in CANDY LAND® that players can use to get further ahead: the Rainbow Trail and the Gumdrop Pass. To use these shortcuts, players must land on the space at the beginning of the shortcut. The player will automatically be taken across the shortcut and will begin their next turn on the space at the other end.

STUCK ON A LICORICE SPACE

There are three spaces on the board that, if you land on them, you will be stuck for one turn. After a turn goes by, players can draw a card and move normally.

PAUSE SCREEN

The pause screen gives players the options to quit their current game or resume the game in progress. It also will show the current ranking of each player, such as Player 1 is in First Place, Player 2 is in Second Place, etc.

GOAL

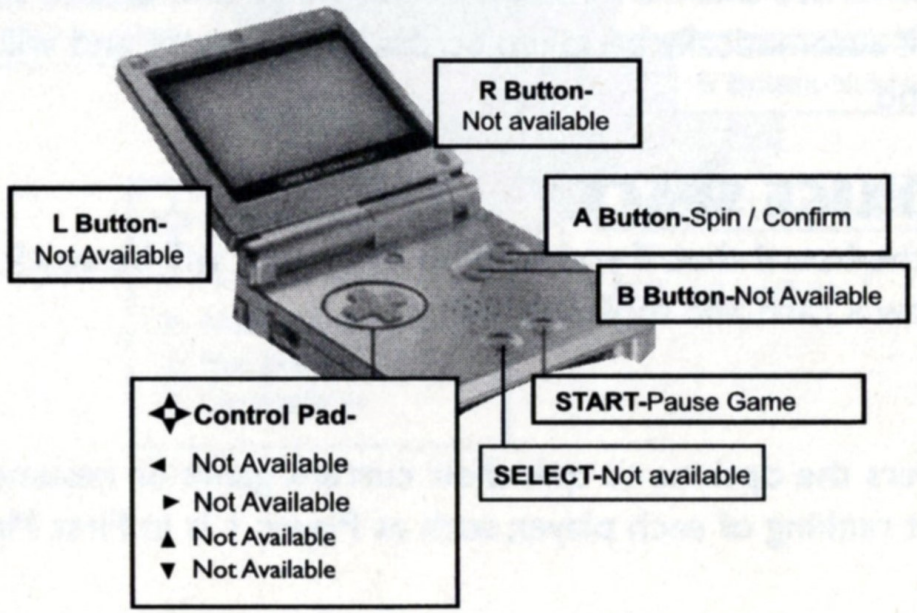
The goal of CANDY LAND® is to be the first player to reach the final space on the board: the Rainbow Space. This means the player has reached King Kandy at Candy Castle.

When the game is over, a Winner screen will appear showing the picture of the player who wins. The game then goes back to the Game Select screen.

CHUTES & LADDERS®

CHUTES & LADDERS® is the classic game of rewards and consequences. Players make their way to the top doing good deeds to boost themselves up while trying not to do bad deeds that will put them back. All ages can enjoy this classic from Hasbro™.

CONTROLS



RULES

The rules of CHUTES & LADDERS® are simple. Each player starts their turn by spinning to see how many spaces they move from one to six. Each player then moves that number of spaces.

If the player lands at the bottom of a ladder, they will have done a good deed and will get to climb up the ladder to a better spot on the board. If the player lands at the top of a chute (slide), they will have done a bad deed and will have to slide down the chute to a lower spot on the board.

PAUSE SCREEN

The pause screen gives players the options to quit their current game or resume the game in progress. It also will show the current ranking of each player such as Player 1 is in First Place, Player 2 is in Second Place, etc.

GOAL

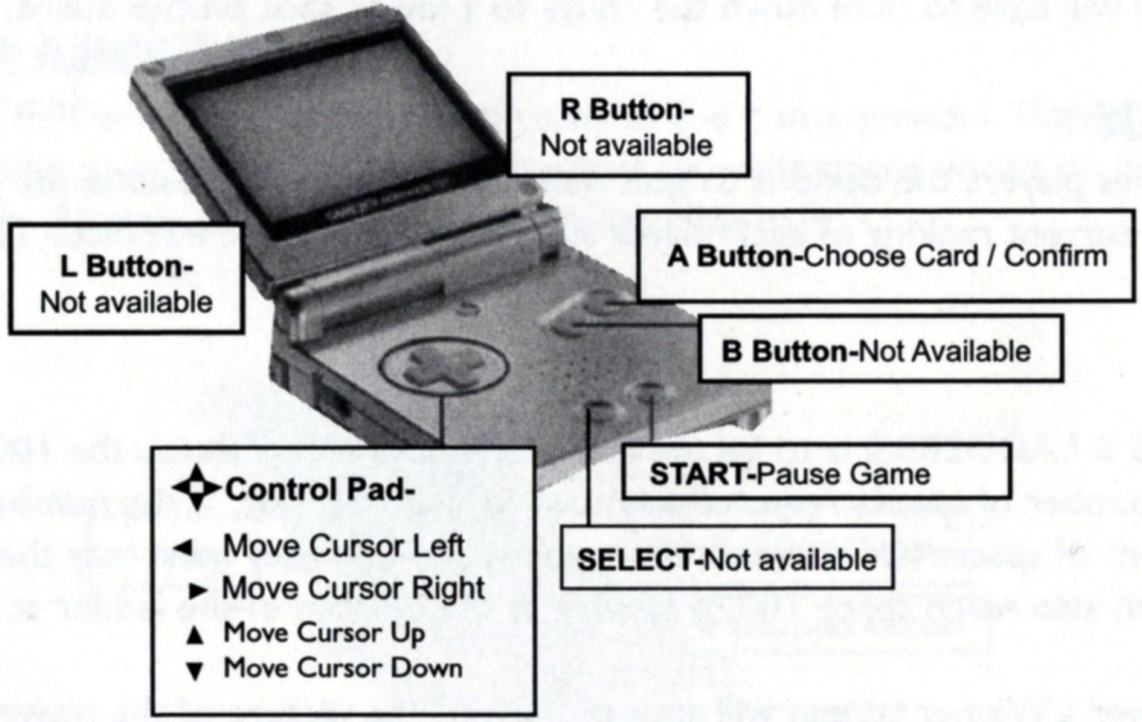
The goal of CHUTES & LADDERS® is to be the first player to the final space: the 100th space. Players must get the exact number of spaces required to move to the final spot. If the number players spin is more than the amount of spaces left between them and space 100, they must stay there and try again next turn. Players can also reach space 100 by landing at the bottom of the ladder at space 80.

When the game is over, a Winner screen will appear showing the picture of the player who wins. The game then goes back to the Game Select screen.

MEMORY™

MEMORY™ is the classic game of finding cards and then trying to find their match all while making sure to remember where each card is that you have already found. This classic game from Hasbro™ can be played by all ages.

CONTROLS



RULES

The rules for MEMORY™ are simple. Each player begins their turn by moving their cursor to a card they want to reveal and then pressing the A Button to select the card. The player will then select another card in hopes that it is a match. If it is a match, that player will be awarded a point and will get to select again. If it is not a match, the game moves to the next player.

Note: to properly play MEMORY™ in multiplayer mode, all players must be able to see the screen during the entire game.

PAUSE SCREEN

The pause screen gives players the options to quit their current game or resume the game in progress. It also will show the number of matches each player has currently obtained.

SINGLE PLAYER

Unlike CANDY LAND® and CHUTES & LADDERS®, MEMORY™ can be played with just one player and no computer controlled players. In this version instead of trying to get more matches than the other players, players will try to get all of the matches in as few turns as possible. The player can see how many turns they have taken on the right side of the screen and also on the Pause menu.

GOAL

The goal of MEMORY™ is to get more matches than any other player by the time all 36 matches have been revealed.

When the game is over, a Tally screen will appear and add up the total number of matches for each player. Then a Winner will be declared. A Winner screen will appear showing the picture of the player who wins. The game then goes back to the Game Select screen.

When a Single Player game ends, the Winner screen will appear and tell the player how many turns it took them to get all of the matches. The game then goes back to the Game Select screen.

CREDITS

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